

3

Kio Shimoku

GENSHIKEN

The Society for the Study of Modern Visual Culture

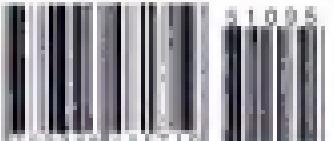
SISTERLY LOVE

Kanji Sasahara's annoyingly normal little sister, Keiko, has fallen for video game master Kousaka. And now she's willing to do whatever it takes to steal him away from his girlfriend, Saki Kasukabe . . . even if it means becoming a fangirl herself! But as a wise member of the Genshiken once said: "You don't become an otaku by trying." So Saki teaches Keiko-chan what dating a rabid fan truly means . . . and it ain't pretty. Then, just to add to the craziness, there's plastic modeling mayhem (don't ask), the challenge of Kanji's first PC, and Saki's penchant for pyromania. Looks like things are heating up!

Includes special extras after the story!

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GENSHIKEN

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KIO SHIMOKU

TRANSLATED AND ADAPTED BY
David Ury

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KIO SHIMOKU

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OUR LOVE IS "IMPERFECT"

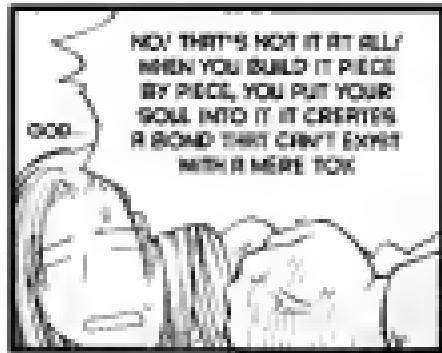
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CHAPTER 18
**THE SMELL OF
SPRING**





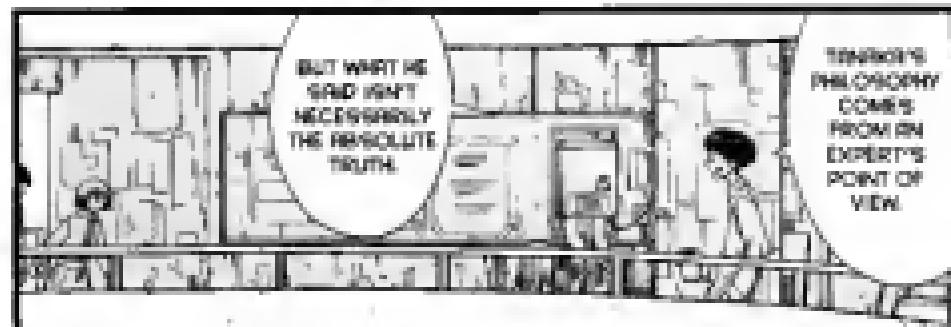












NEVER GETTING
COMPLAINTS FROM
YOUR NEIGHBORS
THAT THE WHOLE
HILL SMELLS LIKE
PAINT THINNER

YERIN'
WHAT?

HIS
GIRLFRIEND
NOW?

RAY



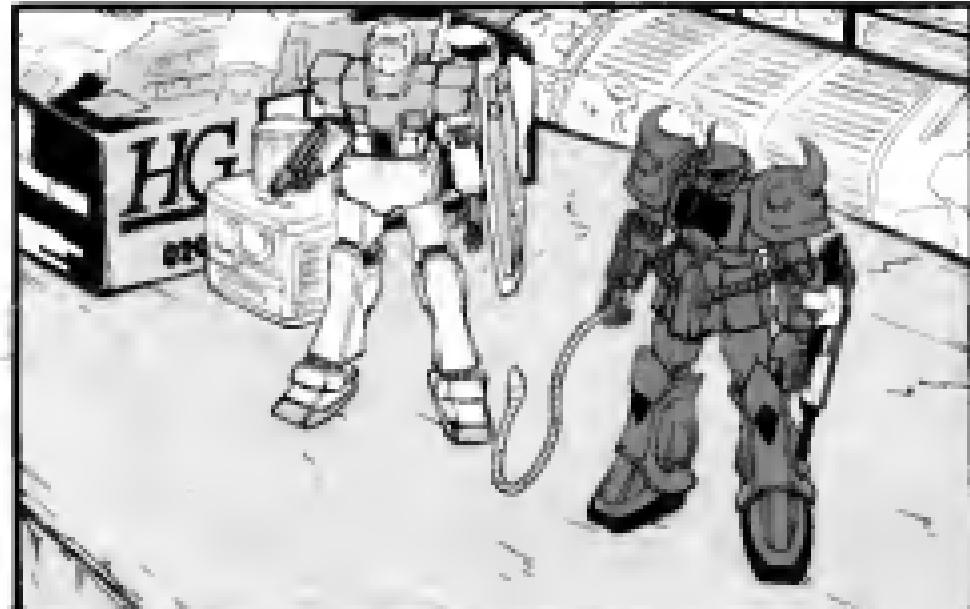
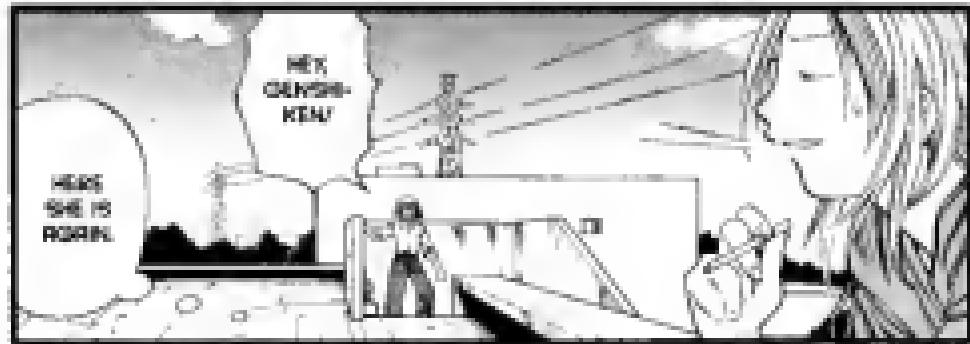
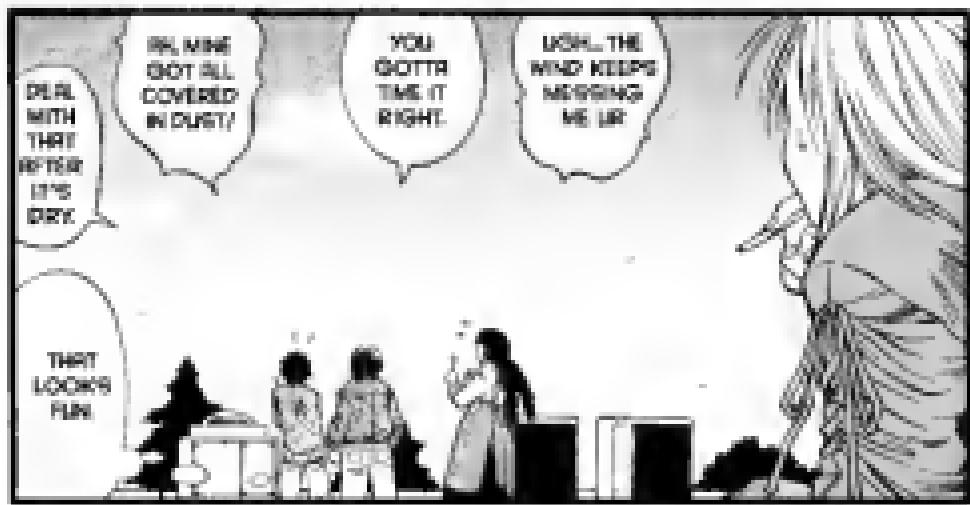
THAT'S OKAY.
GO RAYED! AND
LAY DOWN THE
LAW TO THE
IDIOTS IN
OUR CLUB.

HUMP

WELL...
IT IS WEDDING
TIME, SO YOU
GET ALL KINDS
OF PEOPLE
COMING OUT
OF THE
WOODWORK.

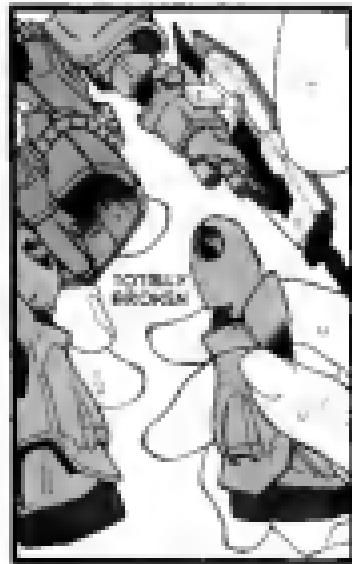


















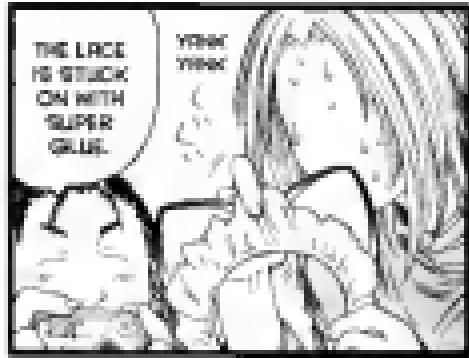




OKAY!



THERE'S NO WAY I'M DOING COSPLAY OVER BOO YEAH





1

RENKO KAMISHAKIJIN AND HER FOLLOWERS

WRITTEN BY 10-YEAR-OLD PITT VYPER

IN MY YEAR ONE, I WOULD TRY HARD TO TALK ABOUT THE POWERFUL GAME "UNBALANCED FIGHTER". AS YOU CAN TELL IN THE TITLE, THE CHARACTER BALANCE IN THIS GAME IS TO REALLY WHACKED. ALTHOUGH THE CHARACTER SETTIES ARE REALLY DECORATIVE, JUST AS YOU WOULD EXPECT FROM A NOUTH GAME, THE PROFOUNDNESS IS NOTH OF USE. THE PROFOUNDNESS OF THE GAME ITSELF, NOTH OUR LOVE FOR THE CHARACTERS THEMSELVES OR THE HORROR IT UNBALANCES IN.

WELL, I TALKED, BUT I GOT RIGHT TO IT. AND INTRODUCED THE CHARACTERS I DON'T KNOW.

IT'S RENKO-CHAN, CHAN, CHAN, CHAN... IT'S MEAL. IT'S NOT "RENKO-CHAN" BECAUSE IT'S MEAL OF SAYING OUT HER QUOTES IS TOO "FRIENDLY, COMBO" STYLE FOR ME. I DON'T REALLY LIKE "FRIENDLY, COMBO" QUOTES. IT'S MEAL OR OLD FOLKS LIKE ME. HAH, HAH. THAT'S NOT I DON'T KNOW RENKO AND TANAKA. I SAW HER "FOLLOWERS" MOVE, BUT IT'S REALLY JUST TANAKA. THE OTHER TWO GUTTI-CHI-CHI-GOON OUT WHICH DON'T DOING HER TECHNIQUE.

I DON'T REALLY KNOW, CERTAINLY RENKO-CHAN ISN'T RENKO, BUT RENKO IS A VERY TECHNICAL CHARACTER. TANAKA'S STANCE IS KIND OF LIKE THAT OF THE CHARACTER "TADA". THE WAY YOU USE TANAKA TO ATTACK IS A LOT LIKE "TADA".

TANAKA CAN ALSO USE HER REVERSE (I MEAN, TO KICKS) BUT WITH TANAKA, DONT THEM, IT'S IMPOSSIBLE TO GUARD THEM. RENKO-CHAN COULDNT SAY MUCH BECAUSE, SO SHE HAS TO FIGHT CLOSE UP BUT, BY PULLING SQUIDGES, IT FEELS GOOD TO ATTACK RENKO. RENKO-CHAN'S SECRET Little Arms Are Used.



SLEEPING KICK



SINKING SHOT



IF YOU PRESS IN WHILE TANAKA IS KICK, YOU END UP WITH A SLEEPING ATTACK. THE FEET TO GUTTER. THOUGH TANAKA'S QUOTES IS TO KEEP DOING THAT SLOW WHILE HAVING RENKO ATTACK WITH HER JUMP KICK. WHEN TANAKA DANTS IT, YOU CAN ROLL, BUT TANAKA'S NO DAMAGE, SO TANAKA'S GREAT FOR DEFENSE. TANAKA ALSO USE RENKO-CHAN FOR HER ATTITUDE ATTACK. THAT'S SICK AT BRAKE ATTACKS TOO, SO USE THAT AS THE PREDICATE ATTACK METHOD.

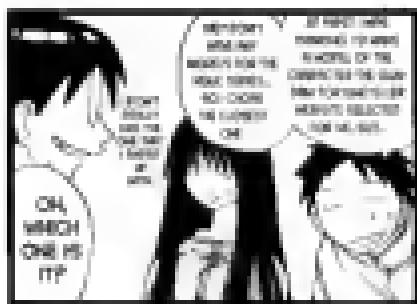
TANAKA'S FIGHTING SECRET IS EXACTLY WHAT IT SOUNDS LIKE. SICK. TANAKA'S ALMOST SAY THAT'S THE REASON I DON'T KNOW RENKO-CHAN IT'S KIND OF SICK, BUT THE TANAKA CHARACTER GOES AGAINST THE OPPOSITE, AND CAN REALLY INVESTIGATE THE INVERSE. IT'S EFFECTIVE MORE OFTEN THAN YOU WOULD EXPECT. THE MORE AGENTS-TYPE ATTACKS YOU DO, THE HATTER TANAKA BY PERSONAL BEST IS IN A ROW.

IN THE "TADA, CRUSH" ATTACK, YOU ACTUALLY THROW THE OTHER RENKO TANAKA AT YOUR OPPONENT (LAUGH). THERE'S NO WAY FOR THE OPPONENT TO GUARD AGAINST THAT. IT'S A VERY POWERFUL ATTACK, SO YOU ONLY WANT TO USE IT TO SEAL THE FINAL BLOW. AFTER BOTH THE "TADA" AND THE "CRUSH" ATTACKS, TANAKA NEEDS TIME TO RECOVER. THE MORE TANAKA USES HER, THE MORE TANAKA USES HER, BUT DON'T WORRY ABOUT THAT. SICK, SICK, SICK (PITT VYPER).

LIFE IN 2003



PERFORMING LOGIC





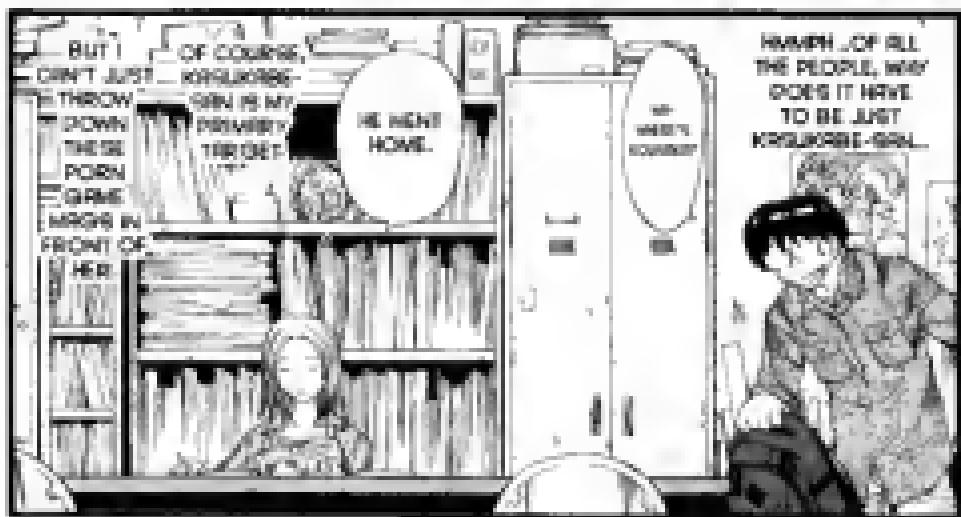
RIGHT NOW,
HE'S SHOPPING
FOR A BUNCH
OF PORN GRIME
MAGAZINES
TO PUT ON THE
CONFERENCE
TABLE."

LURELY
MIDORIYA
HAS BEEN
ENJOYING A
NEW FORM
OF SEXUAL
MISERABILITY

AT LEAST
THAT'S HIS
EXCUSE
FOR BUYING
ALL THESE
MAGAZINES.

CHAPTER 14
INNER SPACE

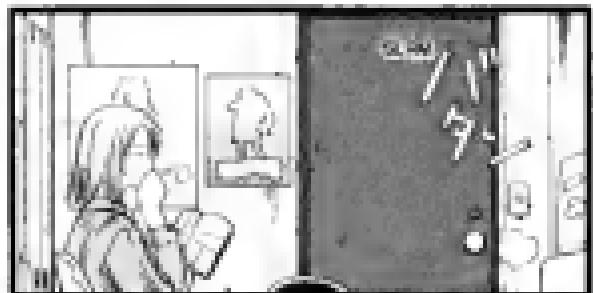
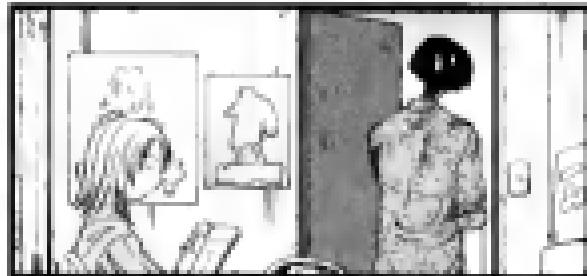


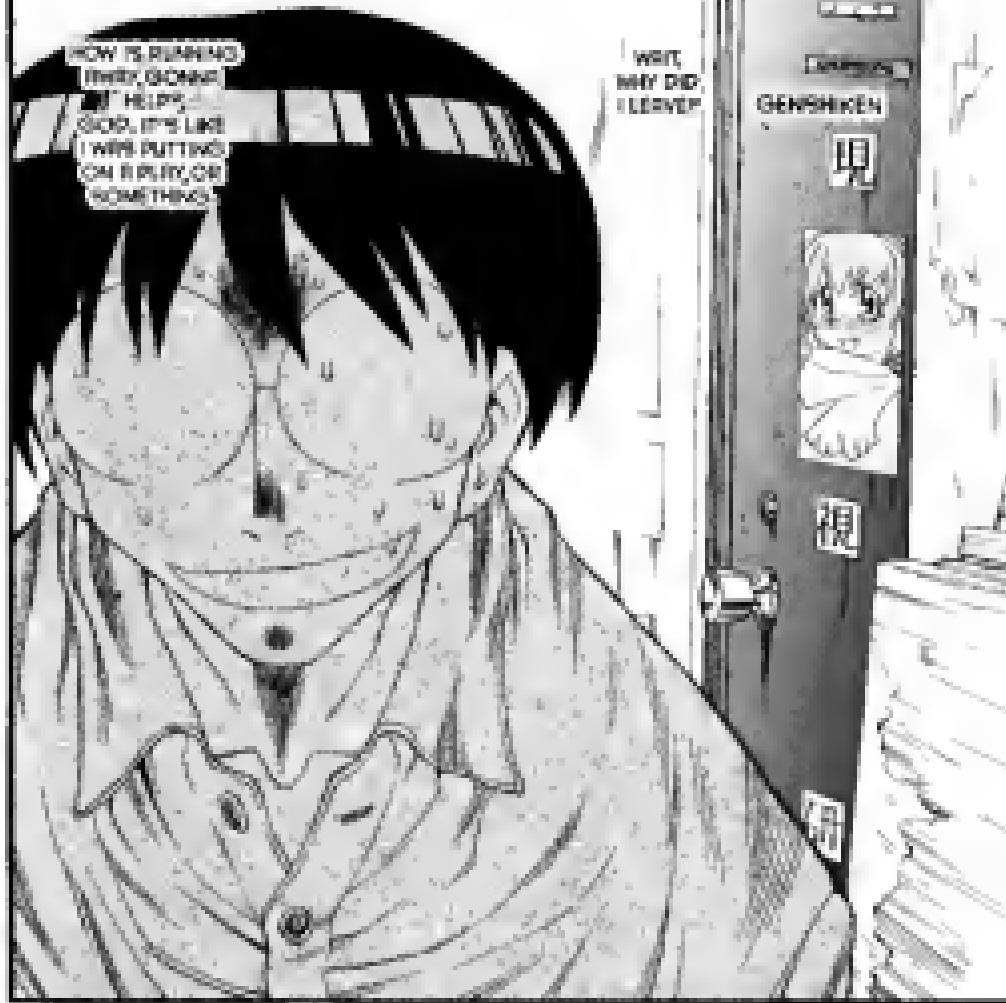




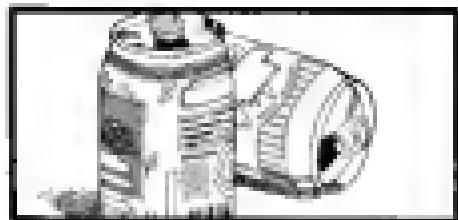
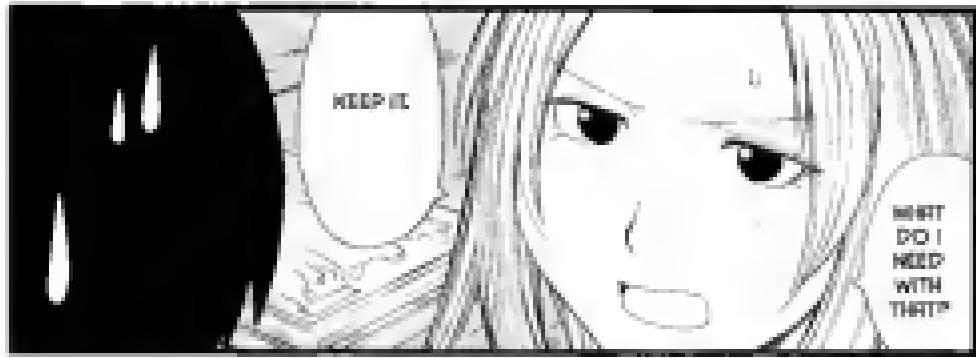
















WAIT, HOLD ON,
CRUM DOWN.
SHE MIGHT JUST
HAVE SOMETHING
ON HER FROG.

WHY? HONEY,
WAIT A SECOND.
HOW COULD A GIRL
I CHUCKED HAVE
ONE SHORN OUT
LIKE THAT?

IT'S JUST ONE
MORE
QUICK CHANCE
TO MAKE THEM.

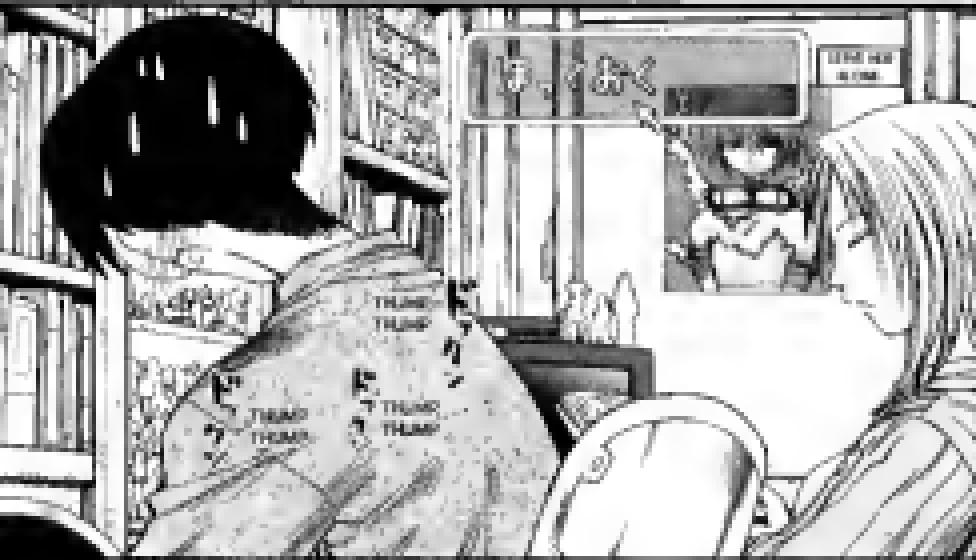
IN A WAY.



THIS
ACTUALLY
GIVES ME
THE "PERFECT
OPPORTUNITY"
TO STRIKE UP
A CONVER-
SATION.

I MEAN, IN
A WAY...





THERE'S NO WAY
THERE COULD EVER
BE A HEROINE WITH A
HORN HAIR STICKING
OUT LIKE THAT.

HERRY!
IT COULDN'T
HAPPEN!



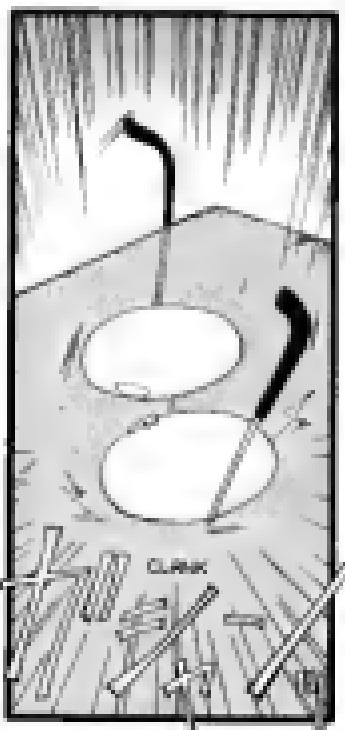
IT'LL BE OKAY.
KONOSHIBE-SAN
WOULDN'T BE
HURT BY SOME-
THING LIKE THAT.
AT LEAST I
DON'T THINK
SHE'D BE.

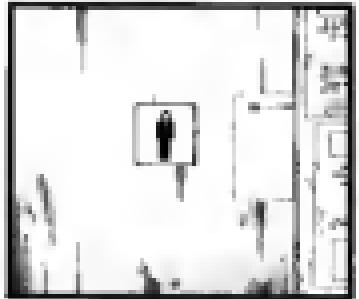
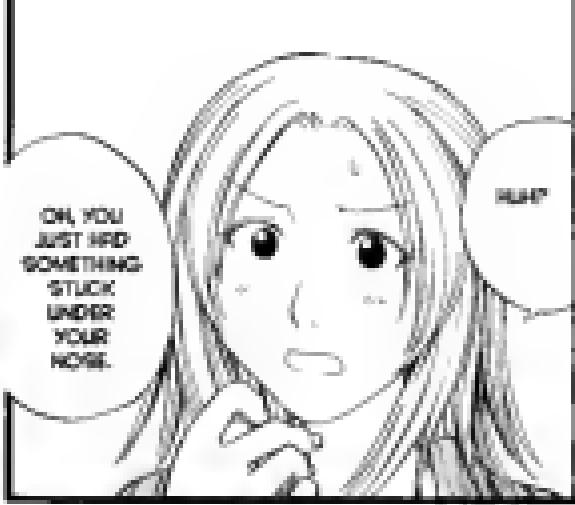
"JUST BE
CRAZY!"
"BE NATURAL!"
"WE'LL HAVE A
GOOD LAUGH
ABOUT IT!"
TELL HER...

OF COURSE, I
WANNA DO IT
FOR HER, BUT...
MORE IMPOR-
TANTLY, I JUST
WANNA KNOW
THAT I CAN DO
IT! IF I DON'T,
I'LL FEEL LIKE I
CHICKENED
OUT!



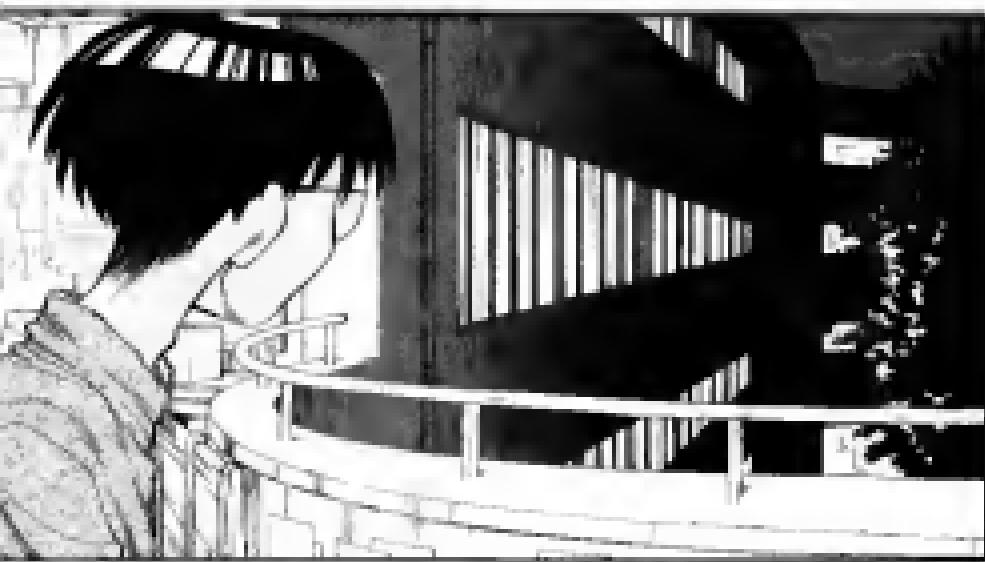














WRITTEN BY RONALD TAKAYO

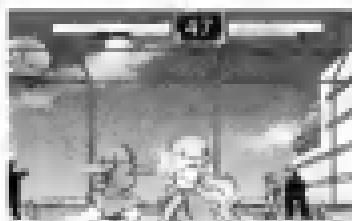
BL IT'S MURKIN. IT'S TOO EARLY TO TALK, BUT I'LL TALK. SHE'S GOING TO SHOW HER AGE. I TALKED TO HER, AND SHE'S GOING TO SHOW HER AGE.

THE CHIEF'S WITH THE PRESIDENT, OF COURSE, EVEN IF SHE ISN'T. ANDROU AND THE REST-OF-SAME CHARACTERS WE TALK ABOUT IN THE GARDEN, SHE'S PROBABLY THE WEAKEST ONE. FEAR, OF COURSE. IF YOU USE HER PROBLEMS, SHE CAN BE PRETTY STRONG. SO, I'M GOING TO PROVIDE AN EXPLANATION OF HER PROBLEMS.

FIRST OF ALL, FOR SOME REASONS, SHE HASN'T PRACTICED STYLÉ, PARTIAL ARTS, ENOUGH YET. I DON'T THINK SHE'S GOING TO GET HER MIND. THE PRESIDENT IS HORRIBLE WHEN IT COMES TO ATHLETICS, SO I DON'T THINK SHE'S GOING TO GET HER MIND. SHE'S BETTER WITH PENITENTIARY KICKS, ALTHOUGH I'M A LITTLE CONCERNED MIGHT NOW SHE CAN FIGHT WITH THOSE HIGH HEELS ON.

ONE OF HER WEAKNESSES IS THAT SHE MOVES VERY SLOWLY. SHE TAKES HER FIGHTING, STANCE, AND JUST SORT OF STEPS ALONG. ON TOP OF THAT, WHENEVER SHE TAKES ONE STEP, SHE'S OUT OF POSITION. LEAVING HER'S TOO TOP HEART OF THE PELLA, IT GIVES HER OPPONENT A CHANCE TO ATTACK, SO I DON'T THINK SHE'S PRACTICED IT. SHE PELLA FORWARD, THERE'S A CHANCE THAT HER HELMET WILL STRIKE THE OPPONENT, BUT CHANCE HE'S DOWN. THE OPPONENT CAN ATTACK, SO THIS IS ONLY EFFECTIVE WHEN HOLDING THE FINAL BLOW. HOWEVER, WHEN THIS FALL TECHNIQUE IS USED TO SECURE THE FINAL BLOW, YOU GOT TO SET A BETTER POSITION POSE, IN WHICH SHE STAYS ON THE GROUND AND HUGS HER HEAD IN HER ARMS WITH AN EMBARRASSED LOOK ON HER FACE. I TALK TO HER THAT WHATEVER I CAN.

HER PUNCH IS ALSO NOT STYLÉ. PENITENTIARY KICK IS A TECHNIQUE DESIGNED FOR CLOSE, CONTACT FIGHTING, AND THE PRESIDENT IS VERY SMALL. THE WAY THE PRESIDENT MOVES TOWARDS HER OPPONENT WITH OUT ROLLING, SHE IS SO SMALL, IT ALMOST TAKES A YEAR TO GET HER. SHE USUALLY WINS BECAUSE OF THE OPPONENT'S HORROR OF COURSES, SHE CAN KNOCK HER WITH JUST ONE PUNCH.



YOU GET EXTRA POINTS FOR VARYING THE "BACK KICK" TECHNIQUE.



JUST KEEP GOING FORWARD.
NO PAUSED WALK.



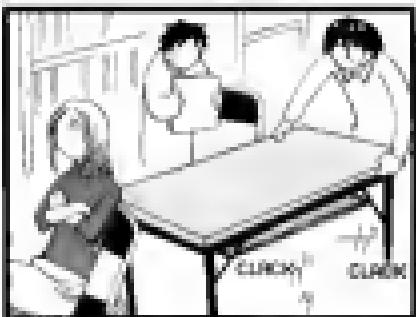
ONE OF HER GREAT STRONGS IS THAT HER HELMET REDUCES THE IMPACT FORCE OF HER OPPONENT'S CHAMP KICKS BY HALF. HER HELMET ALSO ACTS AS "SUPER HELMET," BUT I'M NOT EXACTLY SURE HOW TO USE IT TO MY ADVANTAGE.

HER SPECIAL ATTACK TECHNIQUES HAVE THEIR GOOD POINTS AND THEIR BAD POINTS. FIRST OF ALL, ALL OF HER TECHNIQUES HAVE THE PENITENTIARY KICK (PICK ALONG WITH REVERSE PENITENTIARY KICK). WHEN YOU USE THE PENITENTIARY KICK TECHNIQUE AT FULL POWER, IT CAN REACH THE OTHER SIDE OF THE ROOM, SO IT HELPS TO USE IT ALONG WITH YOUR FLIGHT TECHNIQUE. REVERSE PENITENTIARY POWER IS GREAT, BUT ALL OF HER TECHNIQUES LEAVE HER VULNERABLE ONCE SHE FINISHES THE MOVE. THE ONLY WAY TO AVOID REVERSE-ATTACKS IS TO STAY CLOSE TO OTHER SIDE OF THE ROOM, UNLESS YOU'RE DOING THE PENITENTIARY ATTACK (QUADRILLE, AS LONG AS SHE'S BLOCKING, SHE WON'T BE ATTACKED BY THE ATTACK). BUT WHEN SHE FINISHES EACH AFTER CARRYING OUT OF A BLOCK, SHE MOVES REALLY SLOWLY. IT MAKES HER ATTACKS FEEL EVEN MORE PENETRATING.

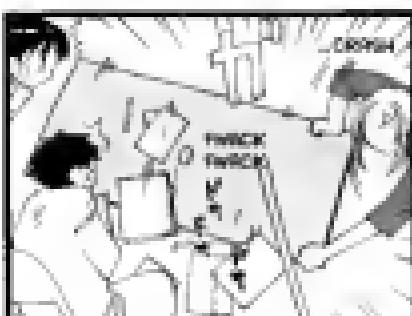
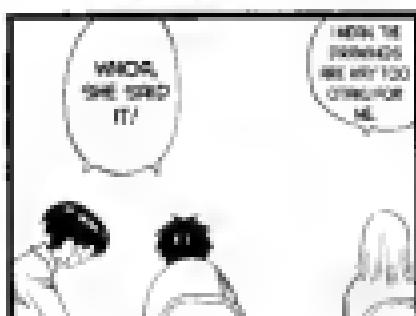
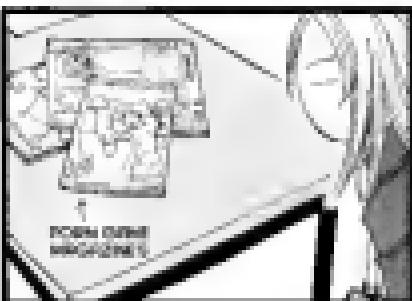
ANYWAY, JUST REMEMBER TO KEEP MOVING FORWARD. THAT'S WHAT THE PRESIDENT DOES BEST. BREAK DOWN THE DEFENSE, AND MOVE FORWARD, FORWARD, FORWARD (REPEAT).

ACTUALLY I THINK THE PRESIDENT IS PRETTY STRONG. HER TECHNIQUES ARE DESIGNED INTO HIGH-POWER ATTACKS AND LOWER-POWER ATTACKS. SHE'S THE NATURAL ENEMY OF KENDO-CHAN OR MY CHIEF ACTRESS THAT PREFER CLOSE-CONTACT FIGHTING. IF YOU GET TOO CLOSE, SHE'LL WALK... AND WALK AGAIN. KENDO-CHAN IS SO LOVING TO HER KENDO-CHAN AND THE PRESIDENT (RIGHT?) I THINK FOR ALMOST CLOSE KICKING, FOR ALMOST PUNCH WITH THAT SPEED AND FULL TECHNIQUE, DON'T BE SUCH A CLOSER (LAUGH) JUST RELAX (TIL YEAH).

SHOWS OF THE TRADE



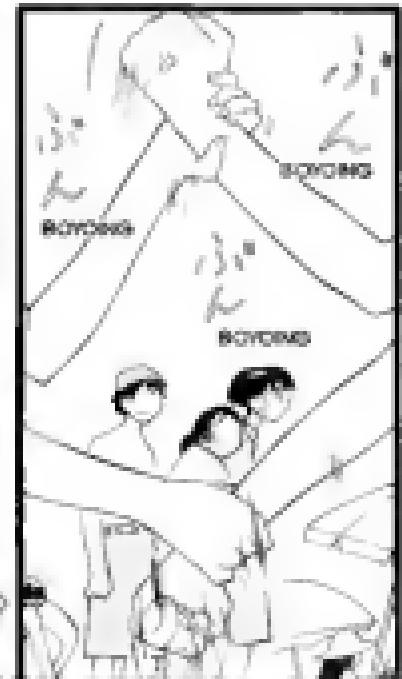
SWEEPING THROUGH





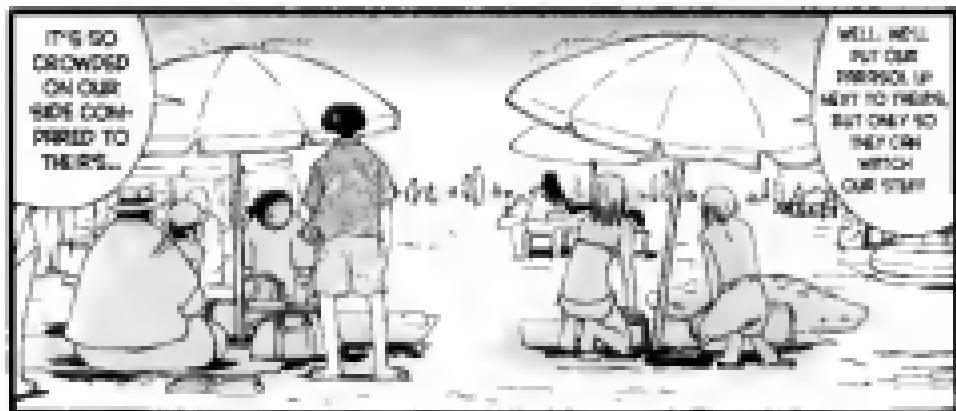




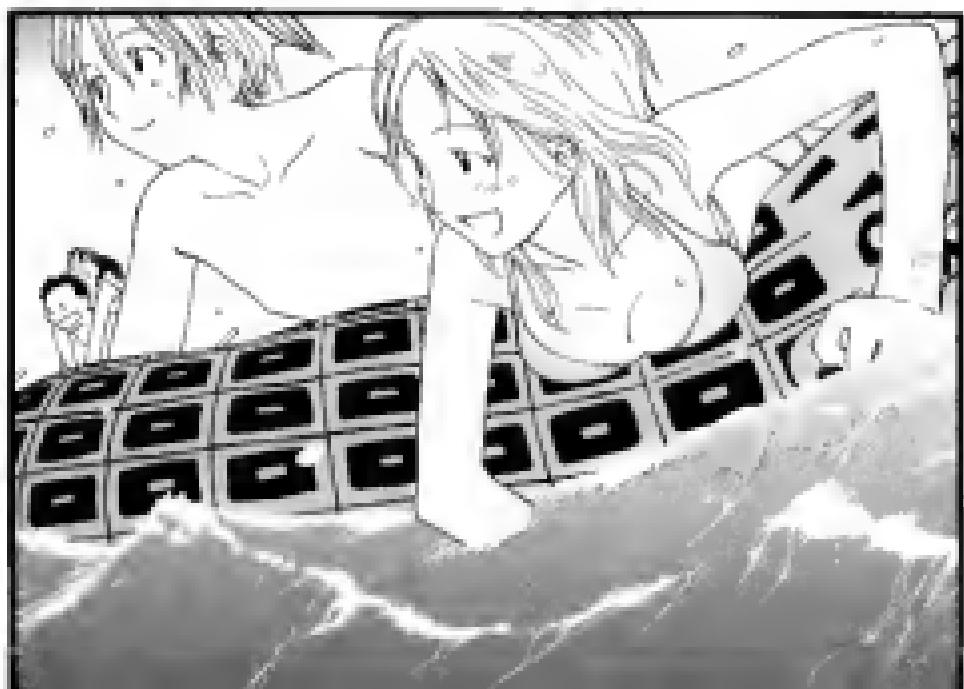
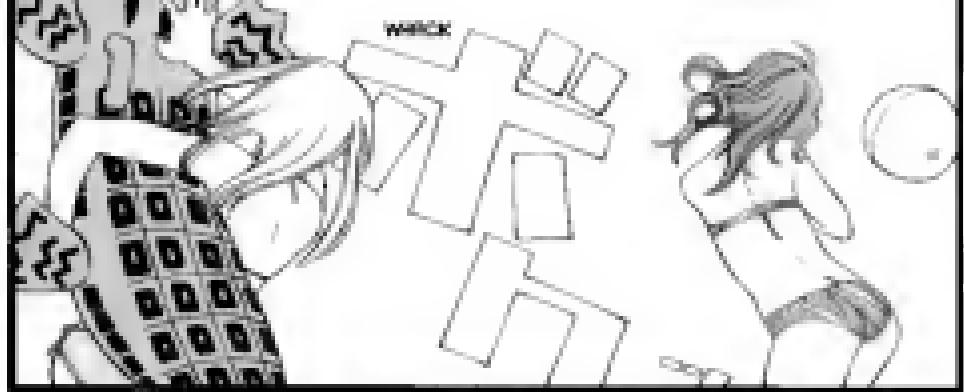




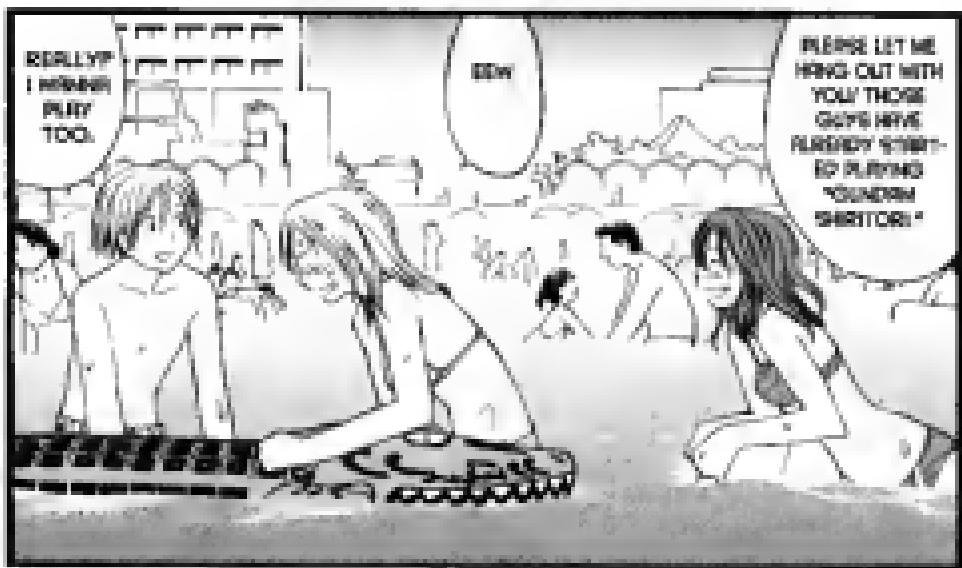






















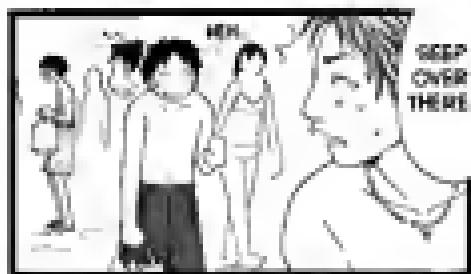




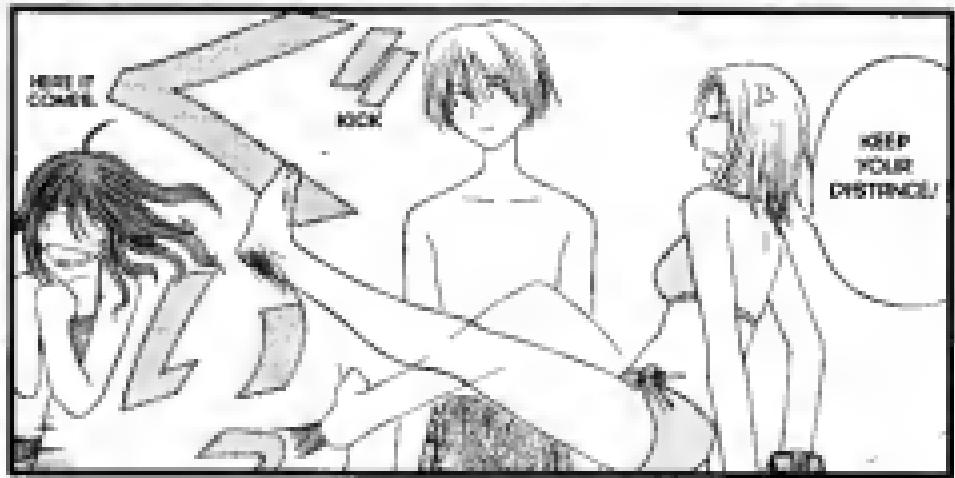














I THINK I JUST
FIGURED OUT
MUSUME-SEN'S
WEAKNESS...





3

KASUMI KAMAKURA

WRITTEN BY THE OHL

MY CHARACTER IS KASUMI KAMAKURA, AKA THE KOOL PRESIDENT. IN THE ACTUAL KODOMO SEIRET SUZUKE CHARACTER AND EVERYONE, AS IF SHE'S FROM ANOTHER WORLD. IN THE GAME, SHE TAKES FULL ADVANTAGE OF HER STRENGTH, TO THE EXTENT THAT SHE'S CALLED "TERRIBLE" BY MANY GEMINIUS MEMBERS. HOWEVER, SHE DOES HAVE WEAKNESS, AS WELL, AS HUMOROUS WEAKNESSES. IN MY CASE, HER STRENGTH BUILDS UP HER FROM BEING DEFEATED EASILY BY FOBILITY'S OTHER GEM OF TOKYOTOKU CHARACTERS (AKA).

WHAT MAKES HER A POWERFUL CHARACTER IS THAT HER NORMAL FIGHT TECHNIQUES ARE EXTREMELY DANGEROUS. ALMOST ALL OF HER MOVES USES HER PROFOUND SWORD "DAGGER." SO SHE HAS PLENTY OF TRICKS HER STANCE LEAVES NO MANEUVERABILITY, AND SHE HAS EXCELLENT JUJITSU. I LOVE THE FACT THAT HER ATTACKS ARE SO POWERFUL, YOU CAN USE PRETTY MUCH ANYTHING WITHOUT EVEN USING HER SPECIAL TECHNIQUES. SHE HAS A REPETITIVE JUJITSU TECHNIQUE THAT SENDS HER TINY LITTLE FEET, AND AS LONG AS YOU GET THE THING DOWN, IT'S EASY TO KNOCK DOWN.

AND NOW FOR HER WEAKNESSES... "WHEN SHE GETS THROWN DOWN, SHE RECOVES UNSTABLE." THAT'S THE PAIN ON THE FACE PRESIDENT HAD TO BE FOCUSED. WHEN SOMEBODY BODS HER SHE BAKS OUT. IT'S AMAZING THAT THEY WERE

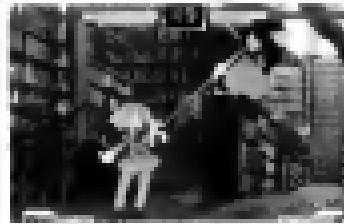
ABLE TO TEACH HER THAT WEAKNESS OF HERS INTO THE GAME. WELL, SINCE IF SHE GETS THROWN TWICE IN ONE ROUND, THAT'S FINALLY THE END. HER DEFENSIVE ABILITIES ARE VERY WEAK, SO SHE LOSES POWER QUITE EASILY. THAT ISN'T OF BALANCE IS WHAT MAKES THIS GAME GREAT. ANYWAY, HER NORMAL TECHNIQUES DON'T BREAK ANY THROWING HORSES (LAUGH). THE ONLY WAY FOR HER TO DO A THROW IS TO USE THE SPECIAL "DAGGER" TECHNIQUE.

IT'S IMPORTANT TO CONTROL THE PACE OF THE FIGHT WITH HER. GETTING TOO CLOSE TO THE OPPONENT SETS THE "JUJITSU WHILE CHICKENING TO SLASH" FORMULA, AND SETS THE D BATTOR WHILE STIRRING UP BLOOD. FIGHT ATTACKS IF YOU'RE STILL GETTING KILLED BY JUJITSU ATTACKS THEN YOU CAN ALMOST RELY ON KICKING THE D BATTOR WHILE IT'S KICKING. MAINTAIN THE DISTANCE BETWEEN FOBILITY AND YOUR OPPONENT, AND WHEN THE TIME IS RIGHT, TAKE THEM DOWN WITH THE REPETITIVE JUJITSU ATTACK. I ALMOST TRY TO SHOOT FOR A FAMOUS VICTORY THAT GEM OF CALLED "TERRIBLE" (JOKES).

THE KOOL PRESIDENT REALLY IS STRONG. ONCE SHE STARTS SETTING THE PACE IT'S REALLY HARD TO BEAT HER. EVER THOUGHT I KNOW HER WEAKNESS IS BEING THROWN DOWN, IT'S SO EASY TO THROW HER, I ALWAYS END UP RELYING SOLELY ON MY CHARACTER'S SPECIAL TECHNIQUE. OF COURSE IT'S ALMOST BIFF WHEN I GET A BIFFON HIT WITH MY "DAGGER" DEXTER. (DEXTER IS DEXTER THE REAL PUGGLE IS. WHY IS IT THAT YOU DEXTER OR USING THE KOOL PRESIDENT CHARACTER ANSWER THAT ONE (PST VERSO))

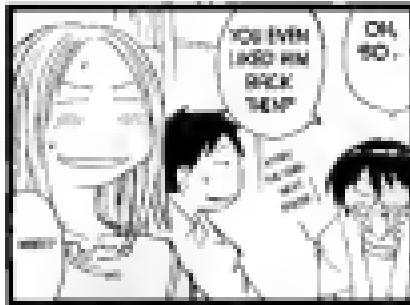
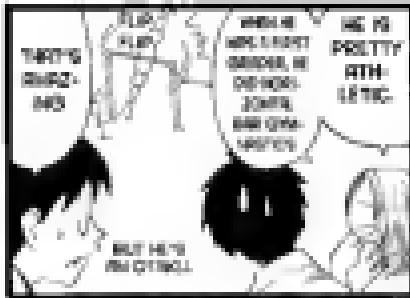
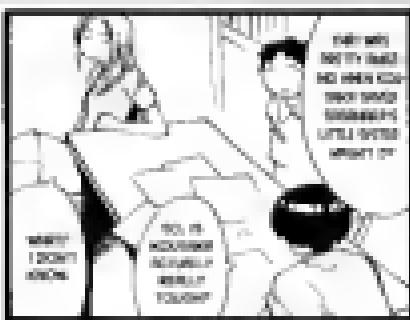
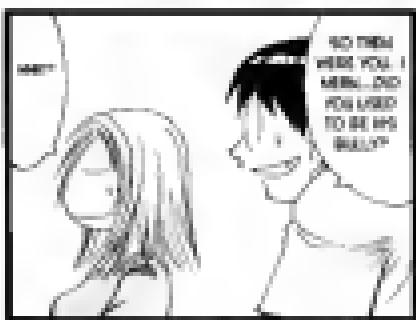


HER "TERRIBLE" TECHNIQUE IS UNSTABLE, SO GETTING PUNISHED, SHE TAKES PLENTY OF PAIN. HER WEAKNESS IS WEAK DEFENSES, AND POWERFUL JUJITSU.



HER TECHNIQUES ARE POWERFUL, BUT HER JUJITSU ISN'T AS STRONG. IT'S PRACTICALLY TO BREAK ONE GEM OF HER WEAKNESS.

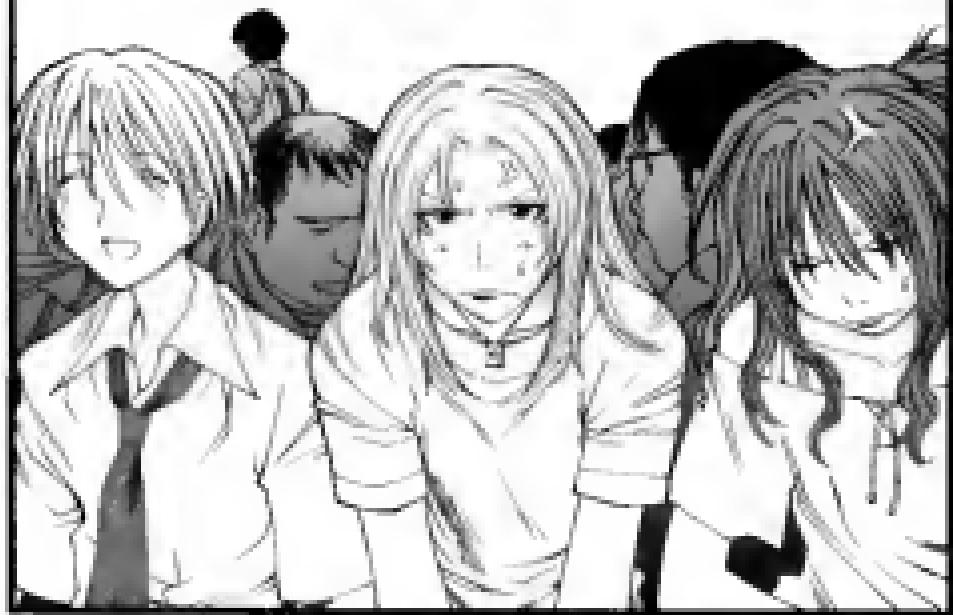
基础与应用数学 1



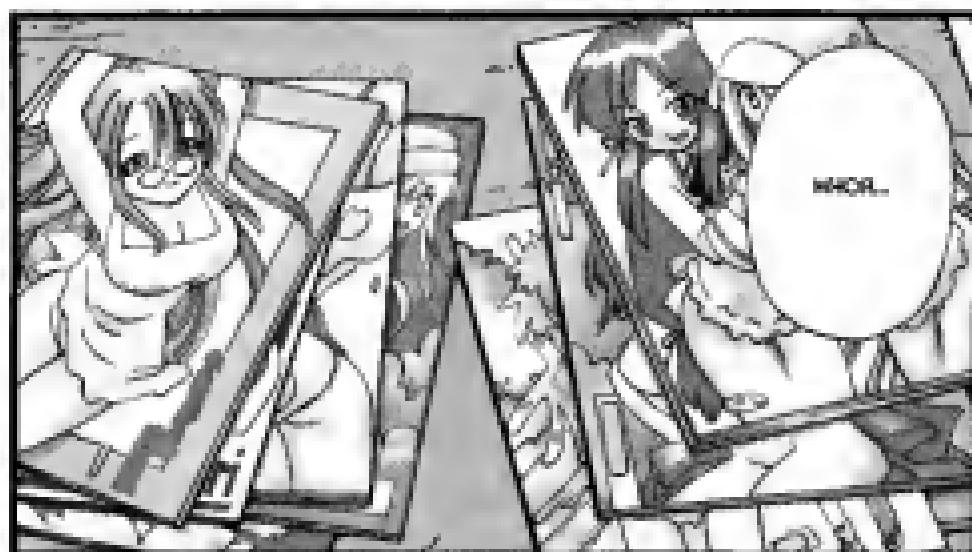
CHAPTER 10

BROTHER'S AND SISTERS









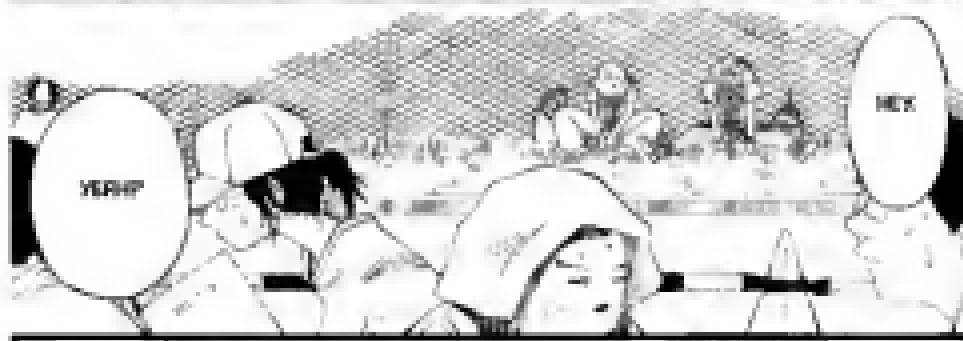
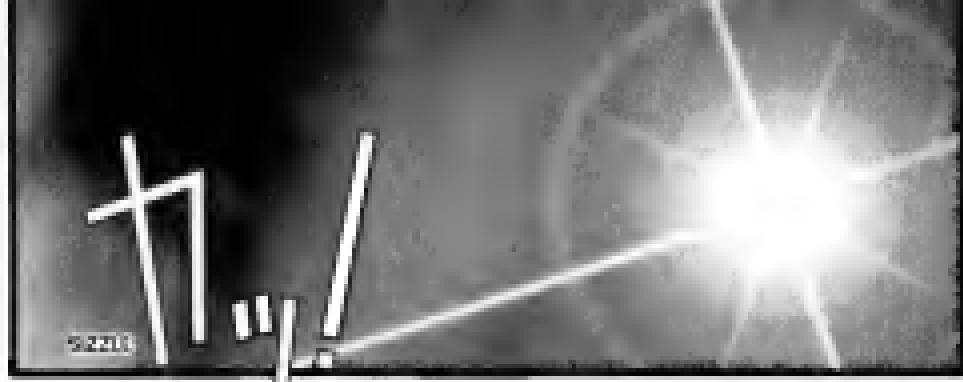




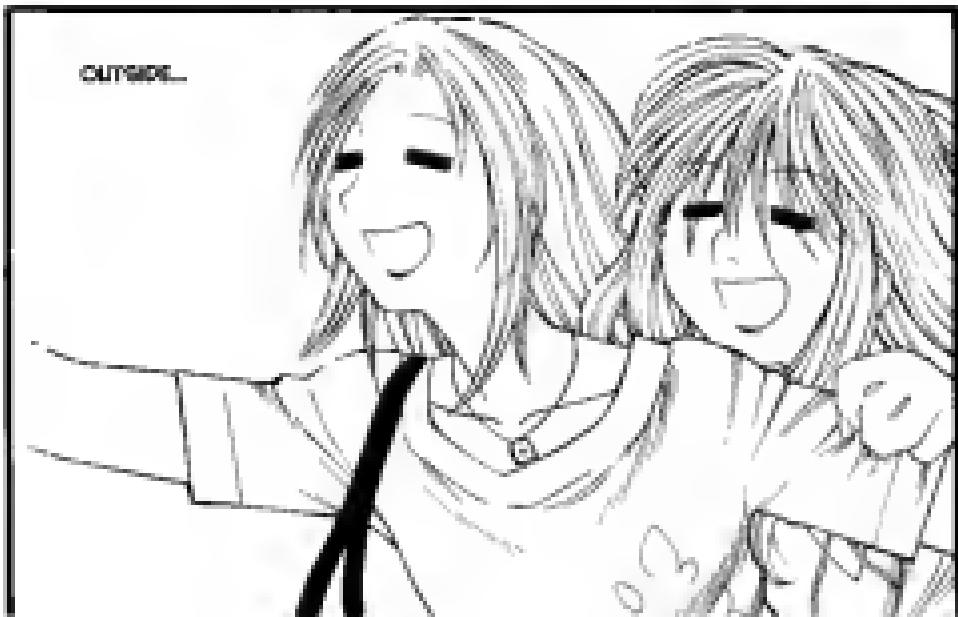
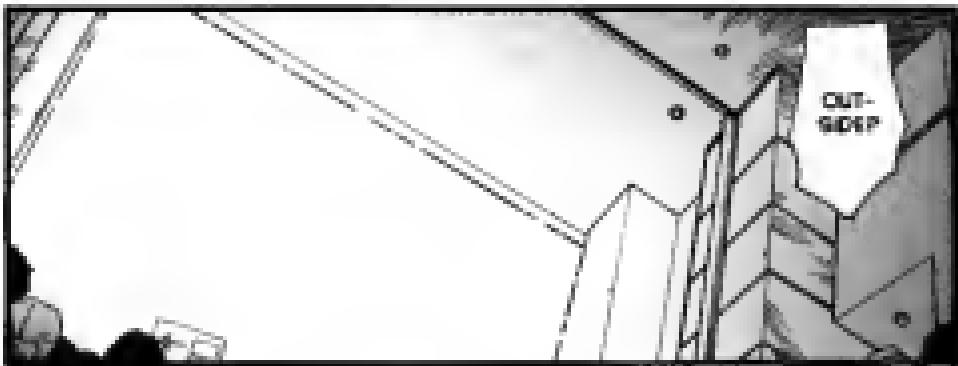
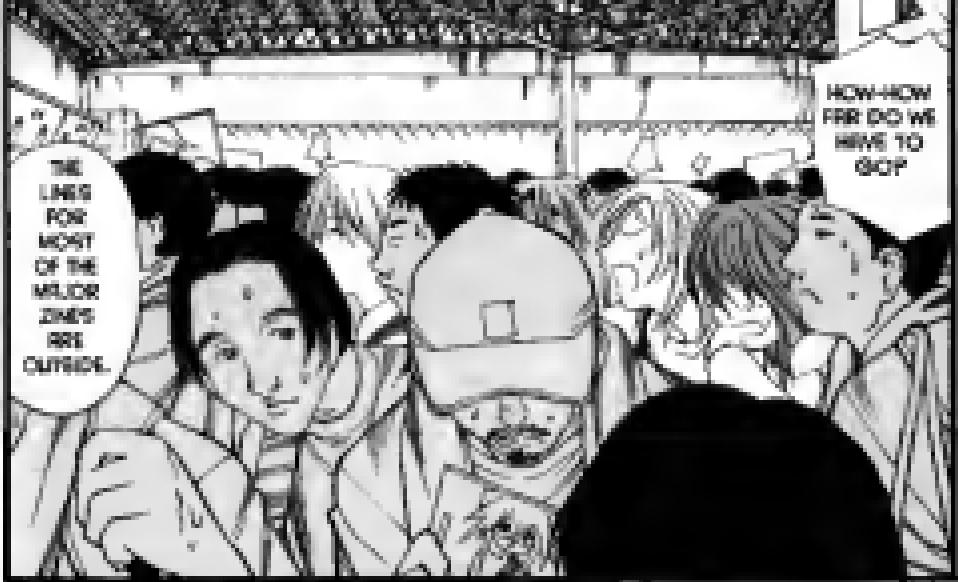


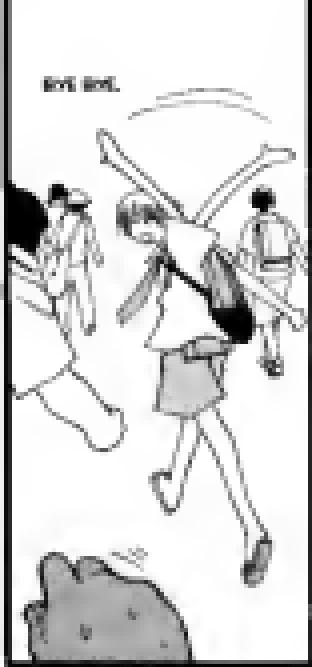












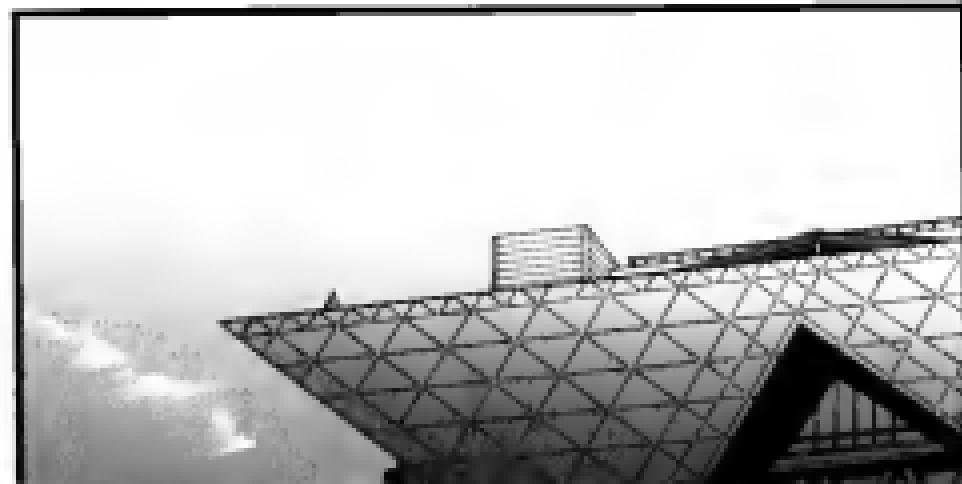






















END OF CHAPTER 16

WRITTEN BY KODAKA

WHY DO I USE LISA ARMED AT FIRST? I DID IT JUST AS I DREW HER! I THOUGHT THE ONLY WAY SHE WOULD BE TRUSTED AGAINST ME WAS FERRY, BUT I SOON REALIZED THAT SHE'S ACTUALLY VERY FITTING OF HER HAMMERTHROWER PERSONALITY, AND I STARTED THINKING SERIOUSLY ABOUT HOW TO USE HER. I STARTED OUT USING THE FORMED CHARACTER, BUT NOW LISA HAS BECOME MY FAVORITE CHOICE, SORRY, KODAKA.

WELL, IN ORDER TO WIN WITH LISA, YOU HAVE TO BE ABLE TO DO A SEVERAL THROWS TO WIN WITH HER, AND I CAN NEVER DO BETTER THAN A THROW FROM STANDING POSITION. THE THREE THROWS I CAN DO ARE: 1) THROW FROM A DEFENSIVE POSITION, 2) THROW WHILE DODGING, 3) THROW AFTER BLOCKING. WHEN USERS SUPER ARROW AND APPROACHES THE OPPONENT, I USE #1. I USE #2 WHEN I'M TRYING TO BREAK UP AN ATTACK SET. IF YOU APPROACH YOUR OPPONENT CARELESSLY, YOU'LL BE THROWN DOWN IMMEDIATELY, SO WATCH YOUR OPPONENT CAREFULLY WHILE YOU'RE HAVING TO THROW. CAN GET REALLY NUT WHEN YOU START FIGHTING YOUR OPPONENT FROM 2000+ MILE LENGTH AWAY. IT'S SO COMPLICATED THAT IT'S EASY TO EXHALE OR WHEEZE, AND IT ALSO DEPENDS GREATLY ON

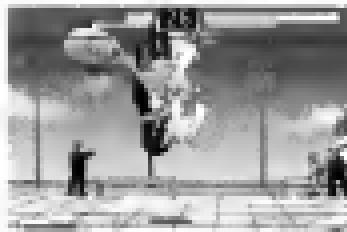


WHAT CHARACTER YOU'RE PLAYING AGAINST. IT'S HARD TO WORK OUT A SYSTEMATIC PLAN OF ATTACK. PLEASE SEE THE WEBSITE FOR MORE DETAILS.

HELL, I'M THE ONLY ONE WHO USES LISA AT LEAST FOR NOW! :)



WHEN YOU DO THIS TYPE OF THE IN THE GAME,
IT CAN SEEM LIKE UNNECESSARY TO ATTACK,
BUT BE CAREFUL, FOR EXAMPLE, YOU CAN ALMOST HEAR
THE PAIN IN THE GAME MESSAGES, "DON'T
THROW HAMMER WHEN FIGHTING LISA."

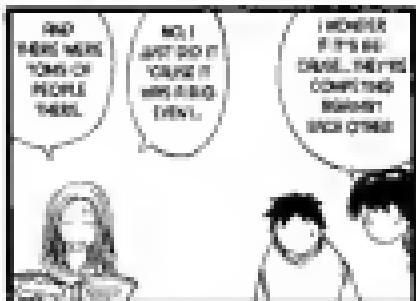


THE NAME OF THIS SPECIAL ATTACK IS UNKNOWN,
BUT THAT IS, DEFINITELY FREAKY.

I CAN'T BELIEVE YOU SAID... THAT THE WEBSITE'S LEADING CART YOU WRITE IT IN YOUR OWN WORDS! THIS IS SUPPOSED TO BE YOUR CHANCE TO EXPRESS YOUR LOVE FOR THE GAME... GRRR.

ANYWAY, I THINK HER FIGHT STYLE MATCHES UP REALLY WELL WITH KENZO-OMYI, AND THAT MAKES FOR FUN BATTLES. I NEVER KNOW WHEN SHE'S GONNA PUT A STOP TO MY REPEATING ATTACKS. AND THERE'S SOMETHING REVENGEFUL AND EXCITING ABOUT THAT MOMENT WHEN THE CHARACTERS ARE FACE TO FACE AND LISA IS GETTING READY TO MAKE A THROW. I JUST CAN'T GET OVER IT. BUT THAT KIDS OF BATTLE CAN'T LAST LONG. WHICH FRIENDS MEET UP, YOU DODGE TO KODAKA, AND I THINK THAT'S BORN TO KODAKA. WELL, I SWISS THAT'S KIDS OF BORN KODAKA IS ANOTHER POOR GIRL. OH, BY THE WAY, I TALK LISA ABOUT IN THE VICE PRESIDENT'S OFFICE, DIGHT. BECAUSE SHE HAS SUPER MIMIC, AND SHE JUST IGNORES NORMAL ATTACKS AND WANTS FOR A CHANCE TO DO A THROW. WHEN THEY FIGHT, THEY END UP CRASHING EACH OTHER, AND IT'S REALLY FUN TO WATCHPLAYERS. IT'S BRIGHT AS IF IT REFLECTS THE CHARGE THEY HOLD AGAINST EACH OTHER IN THE RINGS. (BY KODAKA)

A WOMAN'S SPIRIT IS LIKE
THE SWALLOW'S SOAR.



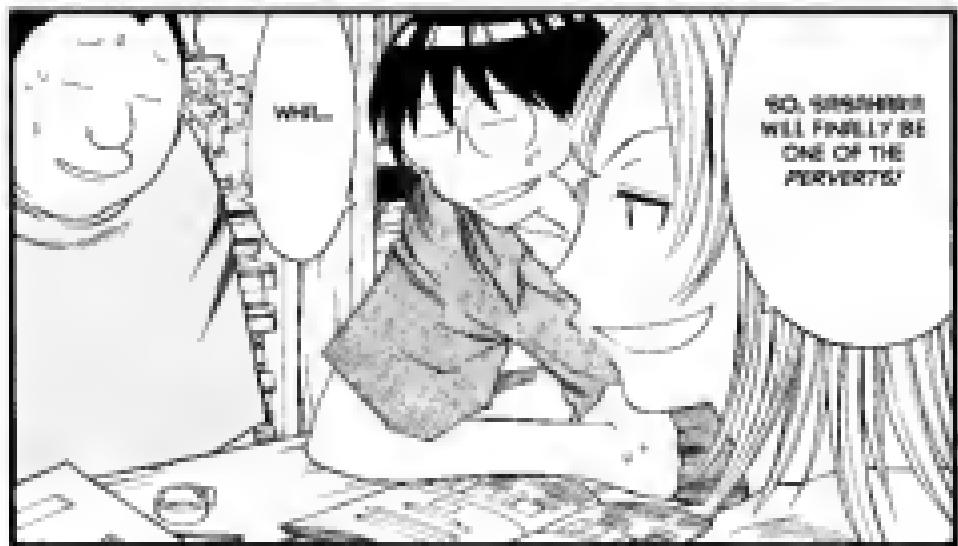


SORRY,
I'LL DO
HOME
IN A
MINUTE.

WOULD YOU
PLEASE?

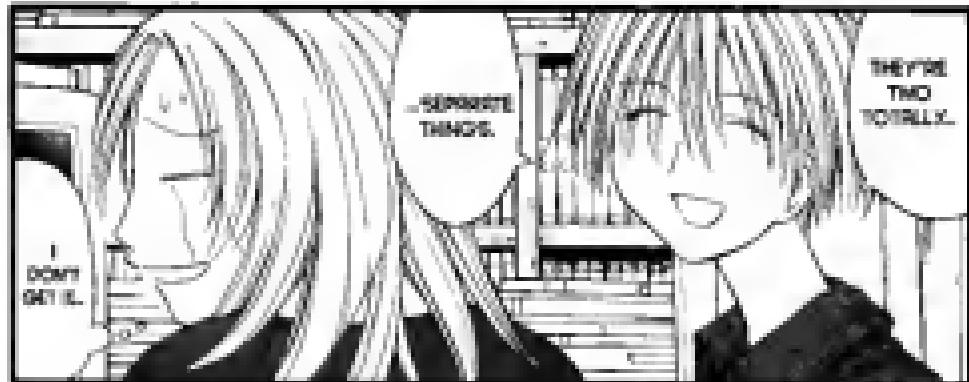
CHAPTER 17
LIFE OR DEATH

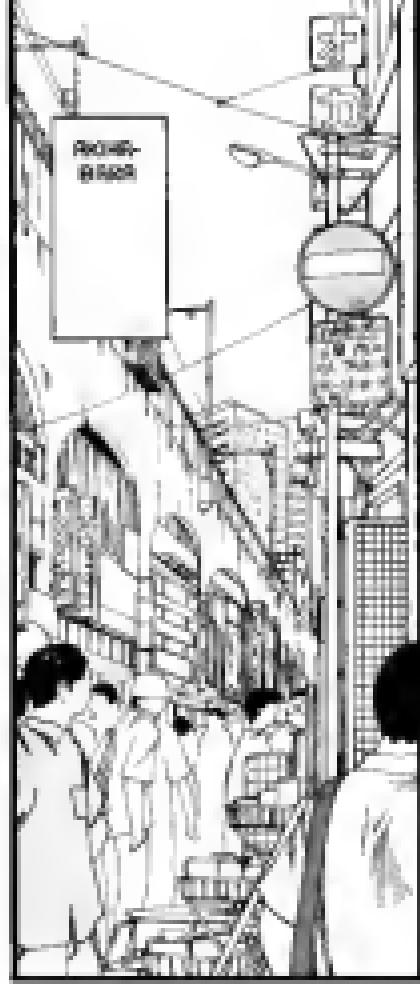




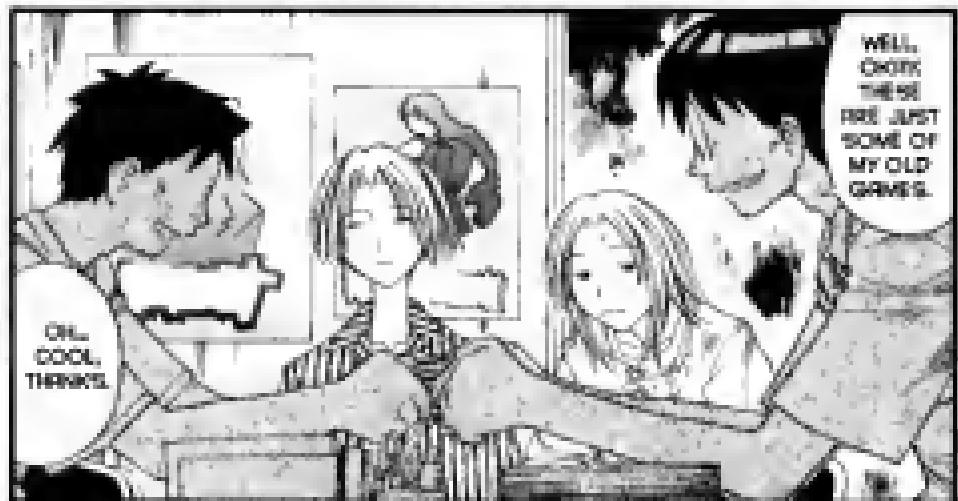






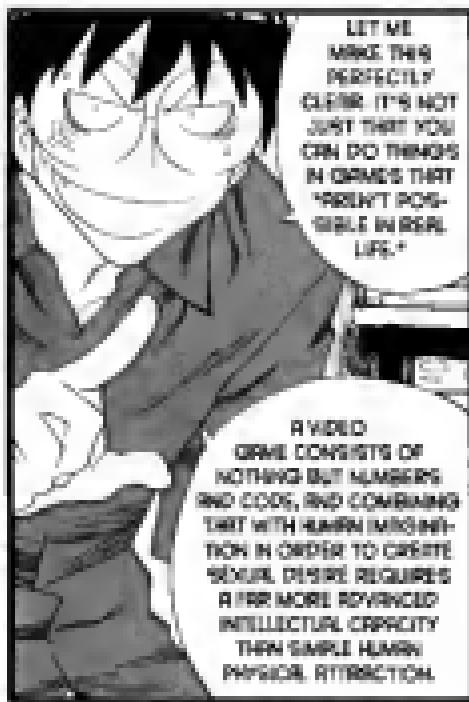




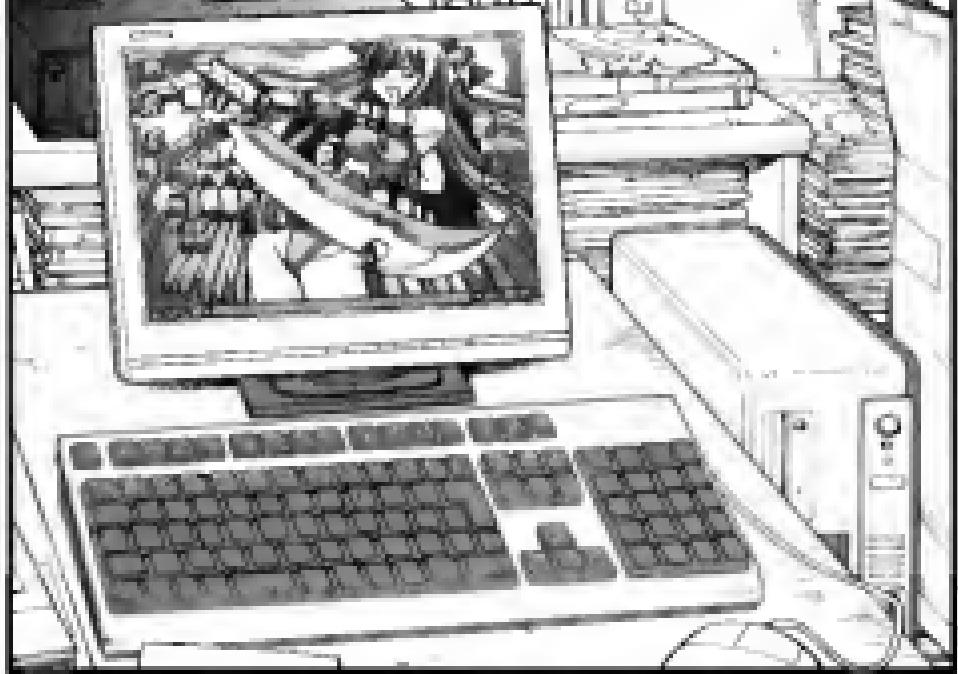


YEAH...
BUT IT
WON'T
BE HERE
TILL
TOMOR-
ROW















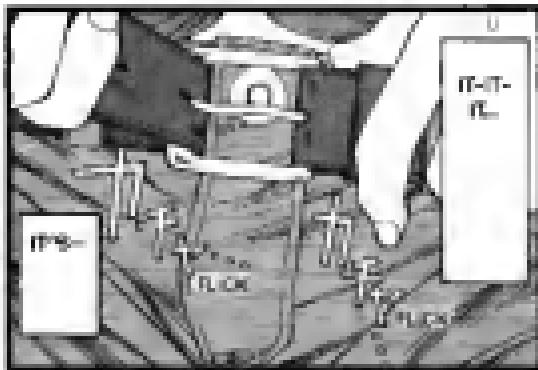


WE ALL KNOW WHAT HE'S ABOUT TO DO. SO...

**CUT TO THE
NEXT SCENE.**







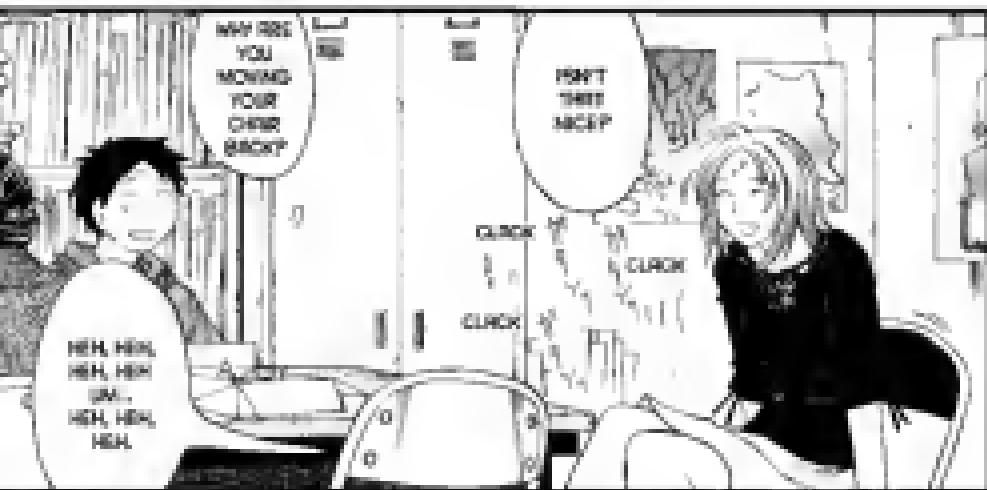
PLEASE
ACCEPT MY
APOLOGIES!

GOODBYE/
GOODBYE/

I'M SORRY
IT LOOK'S
LIKE WE'LL
HAVE TO
STOP HERE.



YEAH.
SURE ENOUGH.





ANSWER

ROLL DOWN JUMP B, AND THEN PRESS THE MODERN B WHILE HOLDING DOWN B, AND THEN HOLD DOWN A AND HOLD THE MODERN B DOWN. PRESS C, AND THEN HIT JUMP B AND HOLD THE MODERN B DOWN. HOLD THE MODERN B DOWN WHILE PRESSING A AND DOING THE "TOGETHER" MOVE, AND AT ORIGINATE NEED IMMEDIATELY PUNCHING C.

...HOW COULD YOU ONLY WRITE ABOUT THOSE TWO MOVES AND THE INSTANT BURN MANIFESTED OVER THOUGH TOERO IS THE HEROINE, SHE IS NO VALENTI. THIS IS A KIDNEY CHARACTER IN THE GAME, ALSO KNOWN AS "THE OTHER SIDE OF TOERO" OR "TOERO THE CAT". AS YOU CAN TELL BY HER NAME, SHE'S A CAT. I THINK IT'S FROM MOON 2 (WHICH SHE GOT HOLD OF THE ROSE PRESIDENT AND MADE HER PASS OUT, AND THEN WENT TO THE CAT).

"THE OTHER SIDE OF TORERO" IS A COMPLETELY UNKNOWN CHARACTER, AND ALL HIS HOURS ARE TOTALY REPROBT FROM THE REGULAR TORERO CHARACTERS. HIS HOURS WITH INVOLVING OTHER HIS OTHERS, AND WITH TORERO HOURS HIS, THATS DESTROYABLE. HIS ATTACKS AND DESTROYED POWERFUL, BUT THIS SIDE HOURS WITH IT COMES TO DESTROY.

HER SQUIDGING STOPS TOMORROW IN A HEAD-FIRST BLOW. HER ENDLESS TICKING ALLOWS HER TO PULL HER AIRBORNE OPPONENT TO THE GROUND. HER DAZZLING CROP TICKING IS SIMPLY TRAI, A DAZZLING CROP SHE CAN ATTACK WHILE PROPELLING, WHICH IS PRECISELY WHY SHE'S ABLE TO CARRY ON THE ATTACKS HEFTED AWAY. SHE CAN ALSO DO A LOOP. MORE, BUT SINCE YOSHIOKA CARES A GREAT DEAL ABOUT HOW HER MOVE'S LOOK, HE USUALLY FORGETS WITH THE "TOGETHER" MOVE OR TEAR. "TOGETHER" IS HIS SPECIAL. THROW THE "PRISON BLOCK" (HOLD) IN... WELL, YOU KNOW HOW HE SEES HISSELF. RECALLS YOU GOT EXTRA GOLD COINS AFTER YOU HIT THE CEILING IN JUST LAST TRAIL, IF YOU HIT THE MATTERS WITH THE EIGHT TIMING, YOU CAN GET MORE PUNCHED IN WHERE YOUR OPPONENT IS ON THE GROUND. YOU CAN ONLY LASH ONE PUNCH, SO HIT THEM TICKING ONLY WHILE AIRBORNE.

— **ARTHER, TORONTO** IS THE ONLY ONE IN THE COUNTRY WHO REALLY KNOWS HOW TO RUN THE OTHER SIDE OF TORONTO. IT'S THOROUGH, MATURE, THE PEOPLE ARE SENSIBLE.



more rock-potential. [Get them](#)

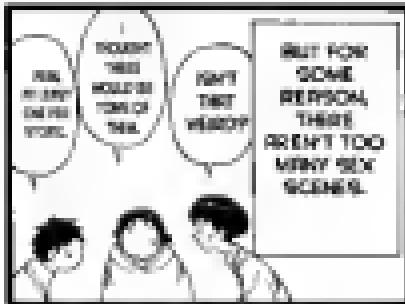


It's about time the government
handed us some for free.

1995年1月1日，新税法开始实施。



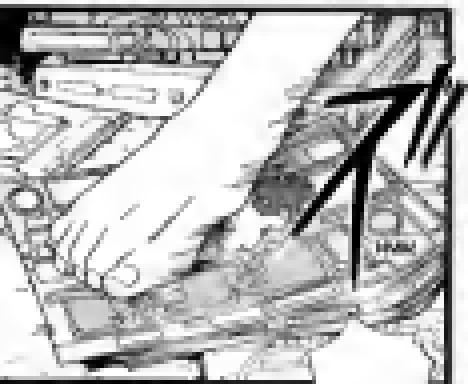
NO. 87 MEET THESE ONE'S





THE 512TH (THIS WEEK'S KUJIBIKI UNBALANCED) WAS AWESOME!!
MEETING. FIRE AWAY! . . .

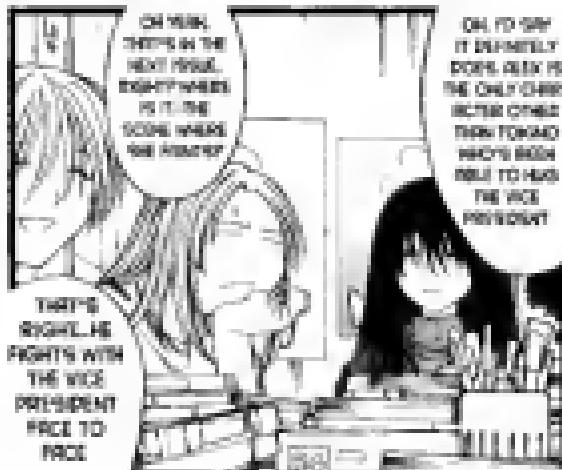
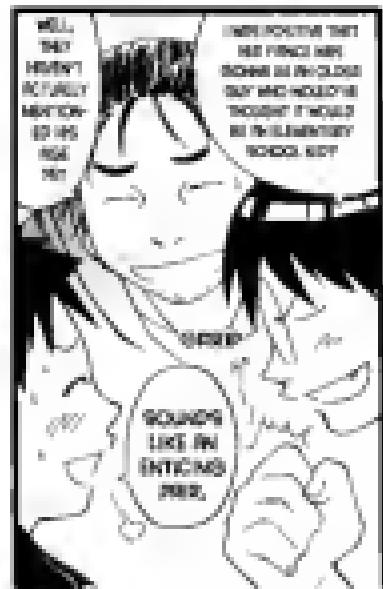














I GUESS
THE CITY IS
ORGANIZING AN
"ANIME-FEST"
AND...

THEY'RE
GOING
TO TAKE PART
IN IT OR
SOMETHING.

ON THE
MUSIC
CLUB AND
THE DANCE
CLUB ARE
JOINING
FORCES...
BUT
BUT
THEY'RE
PUTTING
TOGETHER
SOME BIG
EVENT.

HMM...
THAT'S
PRETTY
SERIOUS
STUFF.

AND THEY'RE
ALSO GOING
TO SHOW A SPECIAL
ANIME SHORT
THAT THEY
MADE JUST
FOR THE
FESTIVAL.

SOME
OF THE
MEMBERS
HERE RECENTLY
WENT TO THE
FESTIVAL.

YEAH,
IT'S LIKE
A CONFER-
ENCE.

YEAH,
AND RECENTLY
THEY GOING HAVE
SOME GUESTS
FROM ONE OF THE
ANIMATION
STUDIOS RECORD
HERE?

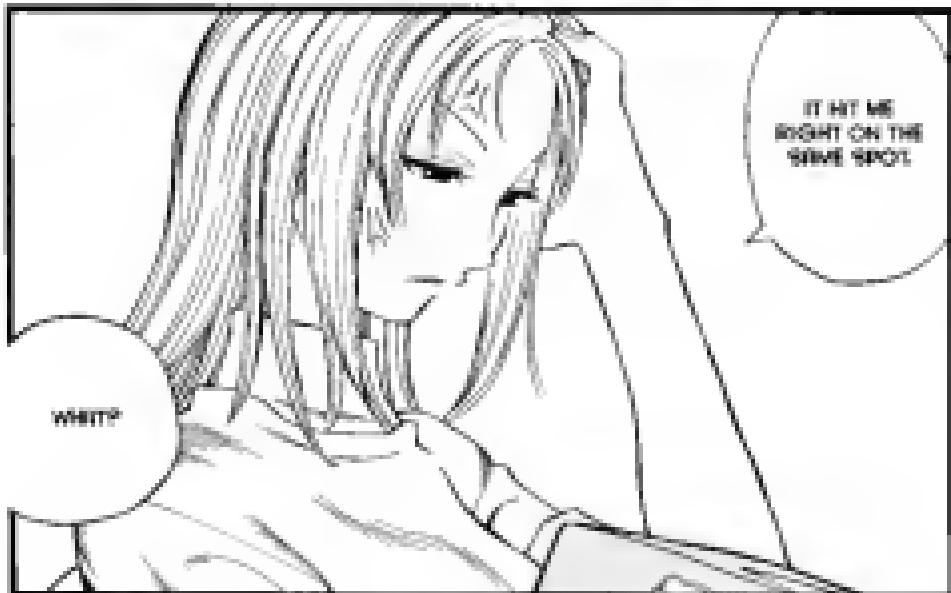
NOBODY
EVEN
MENTIONED
IT TO US.

THIS CLUB
REALLY IS
USELESS.

HOPE.

ARE YOU
GETTING
INVOLVED
BY
THE

ANIME
CLUB?





I SWEAT,
IT HIT ME RIGHT ON
THE SAME SPOT!



IT'S
TIME TO
PERILX...



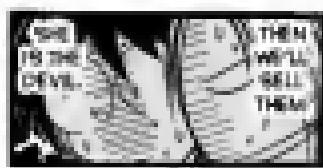
COME ON,
THIS IS A
MEANINGLESS
MEETING
RAYMY!

HOPES,
MY MIND'S
MADE UP
WE'RE
DOING IT!

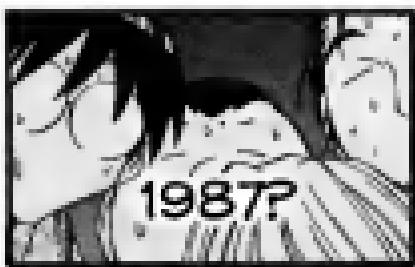
DON'T
TRY
THIS
ONE
MORE!

HAT
HAT!
THERE'S
A LITTLE
SLEEVING!

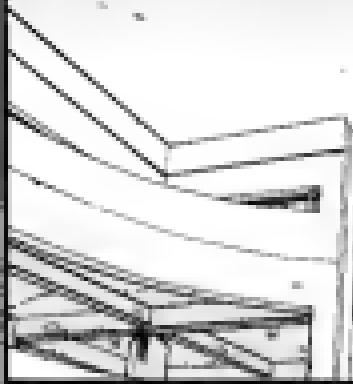




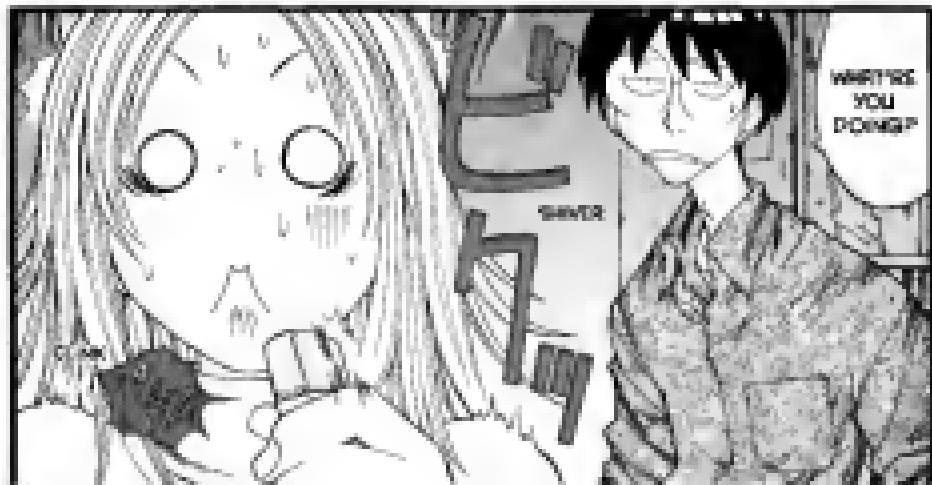


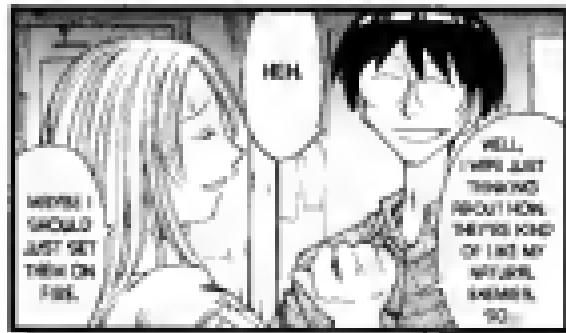


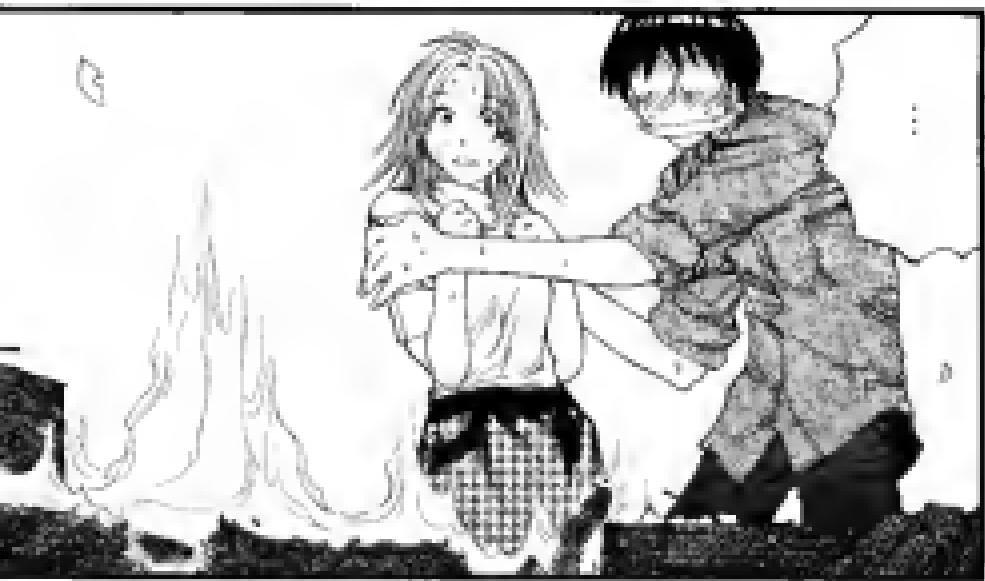
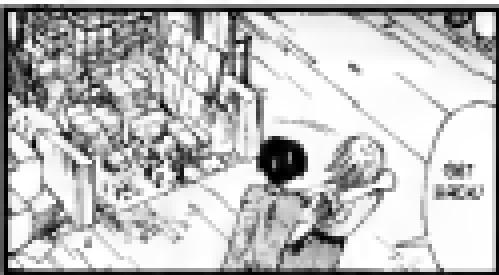
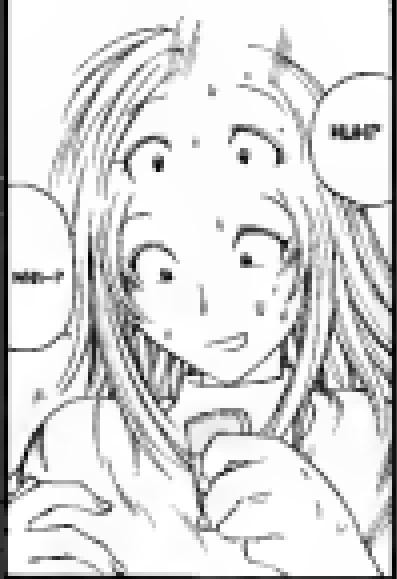


















WRITTEN BY YOKO KENNEDY

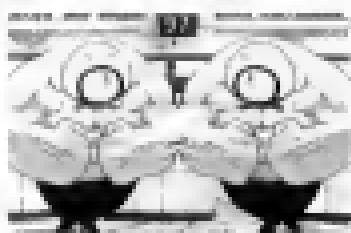


I WANTS PLAY A HERMANNZ VS HERMANNZ MATCH, BUT HERMANY SLIP WILL WIN SOON. WHEN THEY PLAY AGAINST EACH OTHER, THEY'RE GOING AT THE BLOOD IN THE ODDS!! (SORRY!!)



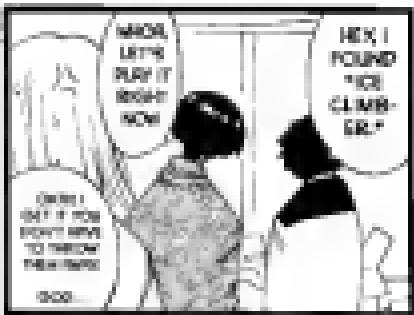
HERMANY PLAYS WITH HER... WHY IS HERMANNZ THE ONLY HALF CHARACTER WHICH THEY DON'T EVEN HAVE CHOSEN OR HERMANY IS THEY COME OUT WITH A SECOND EDITION, I TOTALLY WANT THEM TO HAVE ALSO AS A CHARACTER

THAT HERMANY HE WHEN SHE SET THE A. BUTTON WHILE CROSSING, AND THEN LAUNCHES HER SPECIAL ATTACK, IT TOTALLY FREAKED ME OUT (JET VERRY)

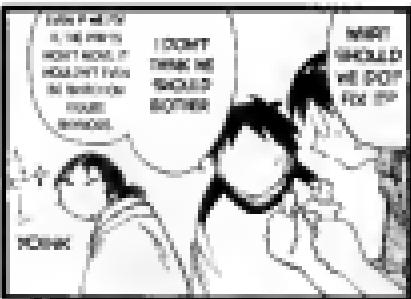


THEY JOINED TOGETHER FOR THIS

ICE CLOTHES



ST-EQUITY-MODA-PC







THE MEETING CONTINUES, BUT WE'LL END HERE.

END OF GEMSAKKEN BOOK 3

также должны



ENTSUCCO AD AGGIORNAMENTO



THE WOOD WATER-PROOFING

UNBALANCED FIGHTER

РЕДУКТИВНОЕ



KOSTUM KUNSTKUNST



ACQUAFLUO: 藍色淨化水



АМЕРИКА СЧИТАЕТСЯ



କେବଳମାତ୍ରେ କେବଳମାତ୍ରେ କେବଳମାତ୍ରେ

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卷七十二	卷七十二：卷七十二	卷七十二
卷七十三	卷七十三：卷七十三	卷七十三
卷七十四	卷七十四：卷七十四	卷七十四
卷七十五	卷七十五：卷七十五	卷七十五
卷七十六	卷七十六：卷七十六	卷七十六
卷七十七	卷七十七：卷七十七	卷七十七
卷七十八	卷七十八：卷七十八	卷七十八
卷七十九	卷七十九：卷七十九	卷七十九
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卷八十一	卷八十一：卷八十一	卷八十一
卷八十二	卷八十二：卷八十二	卷八十二
卷八十三	卷八十三：卷八十三	卷八十三
卷八十四	卷八十四：卷八十四	卷八十四
卷八十五	卷八十五：卷八十五	卷八十五
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卷九十四	卷九十四：卷九十四	卷九十四
卷九十五	卷九十五：卷九十五	卷九十五
卷九十六	卷九十六：卷九十六	卷九十六
卷九十七	卷九十七：卷九十七	卷九十七
卷九十八	卷九十八：卷九十八	卷九十八
卷九十九	卷九十九：卷九十九	卷九十九
卷一百	卷一百：卷一百	卷一百

RENUO KOMISARSKAYA
AND HER FOLK DANCE



Translation Notes

Japanese is a tricky language for most Westerners, and translation is often more art than science. For your edification and reading pleasure, here are notes on some of the places where we could have gone in a different direction in our translation of the work, or where a Japanese cultural reference is used.

Gufu, page 21

"Gufu" is a character from the series *Gundam*.



Cat Ears, page 26

Saki originally wore the cat ears during the school festival in Chapter 1 of Volume 2. Here, Saki is mad because the cat ears she wore then did not have lace attached. The cat ears with lace are supposed to resemble a French maid's outfit.



Doujin and Original Combo, page 27

A "doujin" game is a game created by fans, similar to a "doujinshi" fanzine.

Original combo: A technique in games that allows players to mix and match different characters' techniques. P2: Viper (Madarame) actually uses the abbreviation "oricom."

More Gundam, page 28

A "Jimu" is a type of mobile suit from the *Gundam* series.

Madarame refers to Ruru Ramba, who was the pilot of Gufu (see note for page 21). Hammon Crowley is a female *Gundam* character.

Apparently there is a website called "Gundam uranai" or "Gundam fortune teller," which will assign users a *Gundam* character based on the user's birth date, blood type and place of birth. The url for the Japanese-only website is <http://www.kinobori.net/gundam/fortune/page0.html>.



Boru is a *Gundam* character from the HGUC (High Grade Universal Century) series.

Lolita, page 36

"Lolita" refers to Nabokov's novel *Lolita*, a story about a grown man obsessed with a young girl. In Japan, the term "Lolita complex" is commonly used to describe men who take an interest in younger girls. Here, Madarame is probably inferring that he shouldn't be nervous around Kasukabe because she's not a Lolita, and therefore not the type of girl he's interested in.



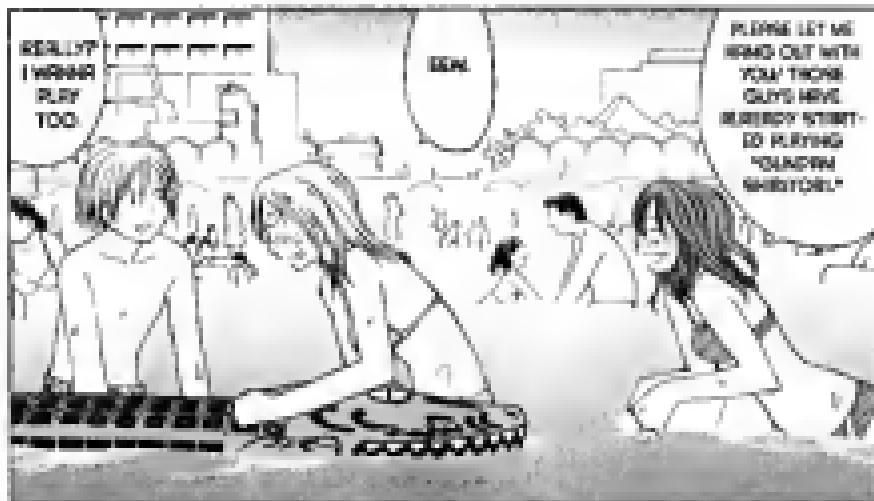
Waterproof make-up, page 58

When Kanji's sister says "waterproof," she uses the katakana word "wata-puru-fu." This is the Japanese pronunciation of the English word. Apparently, Kanji is not familiar with this word.



Shiritori, page 66

Shiritori is a word game in which players must come up with a word beginning with the last syllable of the previous word used. For example, if one player uses the word "samurai," then the next player needs to respond with a word beginning with "i." A player loses when he or she repeats a word or says a word which ends in "n" (no Japanese words begin with the single character "n," therefore the game cannot be continued.) The Genshiken guys are playing Shiritori using only Gunday-related terms.



A Woman's Spirit, page 110

The phrase "a woman's spirit is like the summer sky" is a play on the Japanese proverb "onna gokoro to aki no sora" ("a woman's spirit changes with the fall sky"), which means that a woman's heart/spirit changes as frequently as fall weather.

Honorifics

Throughout the Del Rey Manga books, you will find Japanese honorifics left intact in the translations. For those not familiar with how the Japanese use honorifics and, more importantly, how they differ from American honorifics, we present this brief overview.

Politeness has always been a critical facet of Japanese culture. Ever since the Feudal era, when Japan was a highly stratified society, use of honorifics—which can be defined as polite speech that indicates relationship or status—has played an essential role in the Japanese language. When addressing someone in Japanese, an honorific usually takes the form of a suffix attached to one's name (example: "Hsuna-san"), or as a title at the end of one's name or in place of the name itself (example: "Negi-sensei," or simply "Sensei").

Honorifics can be expressions of respect or endearment. In the context of manga and anime, honorifics give insight into the nature of the relationship between characters. Many translations into English leave out these important honorifics, and therefore distort the "feel" of the original Japanese. Because Japanese honorifics contain nuances that English honorifics lack, it is our policy at Del Rey not to translate them. Here, instead, is a guide to some of the honorifics you may encounter in Del Rey Manga.

-san: This is the most common honorific and is equivalent to Mr., Miss, Ms., or Mrs. It is the all-purpose honorific and can be used in any situation where politeness is required.

-sama: This is one level higher than "-san" and is used to confer great respect.

-dono: This comes from the word "dono," which means "Lord." It is an even higher level than "-sama" and confers utmost respect.

-kun: This suffix is used at the end of boys' names to express familiarity or endearment. It is also sometimes used by men among friends, or when addressing someone younger or of a lower station.

-chan: This is used to express endearment, mostly toward girls. It is also used for little boys, pets, and even among lovers. It gives a sense of childish cuteness.

Bozu: This is an informal way to refer to a boy, similar to the English term "kid" or "squat."

Sempai: This title suggests that the addressee is one's senior in a group or organization. It is most often used in a school setting, where underclassmen refer to their upperclassmen as "sempai." It can also be used in the workplace, such as when a newer employee addresses an employee who has seniority in the company.

Kohai: This is the opposite of "sempai" and is used toward underclassmen in school or newcomers in the workplace. It connotes that the addressee is of a lower station.

Sensei: Literally meaning "one who has come before," this title is used for teachers, doctors, or masters of any profession or art.

Intimacy: Usually forgotten in these lists, but perhaps the most significant difference between Japanese and English. The lack of honorific means that the speaker has permission to address the person in a very intimate way. Usually, only family, spouses, or very close friends have this kind of permission. Known as *yobisute*, it can be gratifying when someone who has earned the intimacy starts to call one by one's name without an honorific. But when that intimacy hasn't been earned, it can also be very insulting.